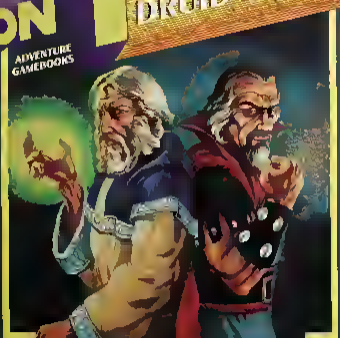
ISBN 0-88038-001-1

Advanced Dungeons & Dragons®

™ CHALLENGE OF DRUID'S GROVE

ONE-ON-ONE ADVENTURE GAMEBOOKS



James M. Ward

A ONE-ON-ONE™ Adventure for Two High-Level Magic-Users

Dungeons & Dragons®

Challenge of Mirtul's Grove

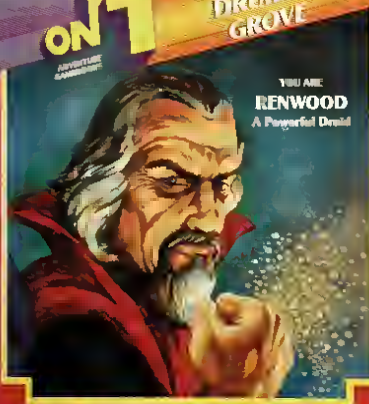
James M. Ward

ON 1

TSR

Advanced Dungeons & Dragons™ ON 1 ADVENTURE GAMEBOOK

CHALLENGE OF DRUID'S GROVE



James M. Ward

A ONE-ON-ONE™ Adventure for Two High-Level Magic-Users

COMBAT TABLE

Defender

Attack	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	X	X	0	0	X	0	X	0	0	0	X	0	X	0	0	X	0	0	0	0
2	0	2X	0	2X	0	X	0	0	X	0	0	X	X	0	X	0	X	0	0	0
3	0	X	X	0	X	X	0	X	2X	0	2X	X	0	0	X	0	0	X	X	X
4	X	0	0	X	0	0	*	X	0	0	X	0	X	2X	0	2X	X	0	0	0
5	X	0	0	X	X	X	0	—	2X	0	X	0	0	X	0	0	0	2X	X	0
6	0	X	—	X	0	0	X	2X	0	—	2X	0	0	0	0	X	X	X	X	X
7	X	0	2X	2X	X	0	X	X	0	0	*	0	X	X	X	0	X	0	—	X
8	X	—	X	0	—	2X	X	0	2X	X	X	*	X	0	0	0	0	0	0	X
9	X	X	X	0	0	X	X	0	—	X	X	2X	2X	—	X	X	0	0	0	0
10	X	X	0	X	0	X	—	X	0	2X	0	0	—	0	X	0	X	0	2X	0
11	X	0	X	2X	0	2X	X	X	0	0	X	0	X	X	—	X	—	X	0	0
12	X	X	X	X	X	X	X	X	—	—	2X	2X	0	0	0	0	0	0	0	0
13	X	2X	0	—	0	X	X	0	X	0	X	0	X	2X	X	0	X	—	X	X
14	X	X	0	0	X	0	0	X	0	X	0	X	0	X	—	2X	2X	0	—	X
15	X	—	0	X	2X	—	2X	—	0	0	X	0	X	0	X	X	X	X	X	0
16	X	0	0	0	!	0	0	X	X	2X	2X	0	0	0	X	0	X	—	0	X
17	0	—	2X	2X	0	0	X	X	0	0	X	0	0	X	—	X	0	X	0	0
18	X	X	0	¶	0	X	0	0	0	0	X	0	X	X	2X	0	—	2X	—	0
19	X	X	X	X	2X	X	—	—	2X	X	X	0	0	0	0	0	0	0	X	X
20	0	X	0	X	X	X	0	0	X	X	0	X	X	X	X	0	X	X	X	X

Instructions for handling Combat. See page 6.

Definition of Terms:

X — **hit. A hit is scored. Attacker tells defender how many Hit Points were lost due to the other foe's weapon.**

0 — **miss. A miss means attacker does not cause damage this turn.**

2X — **double hit. Defender takes double the damage from attacker's weapon.**

"Special" — **Refer to SPECIALS TABLE for your character. See page 157**

0843333781

© 1985 TSR, Inc. All Rights Reserved.

ADVENTURE GAMEBOOKS

A NEW KIND OF GAME

Inside are two books for two players. One of you becomes Ar'Kane, a great Wizard. The other is his rival Renwood, a powerful Druid. The two of you have been sent by your elders to try and gain the wonders, the wealth, and the magical objects that lie hidden in the deadly Lath's Grove.

You enter the terrifying wood without a map to guide you, knowing that evil creatures are waiting to stop you at every turn. As you select your magical spells from your spellbooks, you hope you have chosen wisely, for you know your enemies will be powerful. (Your opponent takes the part of all monsters and enemies he faces!) An easy, diceless combat system simulates battle.

It is an exciting game of adventure and magic as you and your rival race to be the first to win through to the center of the Grove. Everything you need to play is provided: two books, magic spells, Combat Table, Character Sheets. No dice required. All you provide is one friend and two pencils!

PLAY ANYTIME! ANYWHERE!
PLAY MANY TIMES!
THE GAME IS ALWAYS DIFFERENT!

Good luck in your CHALLENGE OF DRUID'S GROVE!

The ONE-ON-ONE name and logo, ADVENTURE GAMEBOOKS, DRAGONS, ARMS, PREJUDICE OF YOUR IMAGINATION, and the TSR logo are trademarks owned by TSR, Inc.
©1984 TSR Inc. All Rights Reserved. Printed in U.S.A.

0-88038-167-6
ISBN 394-54951-1 TSR0956

TSR, Inc.